Warhammer 40k: T’au Empire

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The T’au exist near the Damocles Gulf, on the eastern fringes of the Milky Way galaxy, in Segmentum Ultima. As of M41, it is little different from any of a thousand miniscule xenos empires that exist on the fringes of the Imperium of Man, save for the fact that broader events of the Galaxy have conspired to distract most greater foes that would crush such a polity, allowing expansion when most would be destroyed.

The T’au as a species are somewhat avian in ancestry, and somewhat amphibian or aquatic in appearance. They bear the physical weakness of their evolutionary record, as well as the inherent specialization that life in both the air and the ocean seem to fall back upon. T’au society is broadly split into castes. The Air Caste holds slightly more of the T’au avian heritage and control the skies and void for the T’au empire. The Fire Caste reigns supreme in all matters of ground-war, at the personal, tactical, and strategic levels. The Earth Caste develops and maintains the rapidly advancing T’au base of technology. The Water Caste represents the empire in matters of diplomacy and intrigue, helping integrate other species and governments into the greater whole of the T’au.

These 4 castes feuded and warred unceasingly for 5 millennia, as a Warp Storm shielded their planet from a cruel galaxy. However, at some point, a new caste emerged from amidst the carnage and enforced order upon the T’au. These Ethereals, either by inspiring the other T’au with hope for the future, or by use of copious amounts of mind-control pheromones, crafted a single solid polity out of the mess of the T’au home world. Espousing a philosophy of service to the Greater Good, they looked to the heavens, just as the immense warp storm which had isolated them for so long cleared away, allowing the newly unified T’au to spread to the stars, to share their Greater Good with all beings in a galaxy of unending war.

For their view of the galaxy, some would call them principled, others would call them naïve. Afterall, who else would attempt diplomacy with both the Orks and the Drukhari? For their views on technology, some would call them rational, others would call them willfully blind. Afterall, who would deny the existence of supernatural powers when their empire includes a race of moderately powerful psykers. For their history in the galaxy, some would call them lucky, others would call them cursed. After all, the fall from grace is so much worse the stronger your hope or your pride.

Time and Place

Roll a die to determine what period of time in the history of the T'au you will be dropped in, or pay **50 CP** to choose when you will start. Should you choose a non-T'au race, you may reroll any result that would have you start before your race is integrated into the T'au Empire.

1. **Mont'au:** M33 until late M36. You arrive on the T'au home-world prior to the emergence of the Ethereals. Various wars and conflicts flare up and die down between the races of T'au that will one day form the various castes.

2. **Unification of T'au:** 791.M36 - The plains city of Fio'T'aun has been besieged for 5 years, and on the day of your arrival in this jump, the first two Ethereals manage to convince the besieged and the invaders to come to peace in the pursuit of the Greater Good. Should you not interfere, it will only take a few years for all T'au to be unified under the Greater Good that will begin today.

3. **First Sphere Expansion:** 502.M37 until 956.M38. This first stellar expansion from the world of T'au onwards saw the integration of various minor non-T'au races unto the Greater Good, such as the Kroot, the Poctroon, and the Nicassar.

4. **Second Sphere Expansion:** 018.M39 until 700.M41. This second expansion followed the T'au discovery of long-ranged FTL. With armies bolstered by Kroot warriors and a far faster ability to travel the stars, this expansion integrated the Vespid into the T'au Empire, and ended with the Damocles Gulf Crusade between the Imperium of Man and the T'au Empire. After facing several major defeats at the hands of Astartes, a peace agreement is brokered to allow the Imperium to focus on great threats, such as the Tyranid Hive Fleets.

5. **Farsight Expedition, Confederacy War, Third Sphere Expansion:** 750.M41 until 999.M41. This period of history begins with Commander Farsight reconquering some of the worlds lost to the Imperium of Man during the Damocles Gulf Crusade, only for Farsight to delay finishing his conquest in favor of destroying a major Ork WAAAAAGH. Later, the T'au will face more Orks and Hive Fleet Gorgon in the Confederacy War before launching the Third Sphere Expansion, which will conquer most of the Damocles Gulf before they are once defeated by local Astartes forces.

6. **Fourth Sphere Expansion:** 001.M42 – This sphere expansion is cut short, as the entire fleet intended to expand the T'au Empire was swallowed by the Warp during the formation of the Great Rift following the destruction of the planet Cadia, their loss also formed the Startide Nexus, a wormhole which leads deep into Imperium space. While some members of the fleet eventually returned to real-space and made their way home,

many of the commanders of this fleet deliberately purged most of the auxiliary troops, leading to mass uprisings of Humans and Kroot in the T'au empire.

7. **Fifth Sphere Expansion:** 011.M42 onwards. After the punishment of the Fourth Sphere Commanders who initiated purges of their own auxiliary troops, the Fifth Sphere Expansion was launched through the Startide Nexus towards the Galactic Center.

8. **Free Choice:** You may choose any time from the formation of a Warp Storm around the planet T'au at the beginning of the Mont'au until the Fifth Sphere Expansion to begin your jump.

Location

You may choose your starting location freely from between any T'au Sept or world under T'au control that exists at your time of insertion. You may also choose to be a part of any Expansion Fleet or Expedition that exists at the time of your insertion. Alternatively, should they exist at the time of your insertion, you may choose to start in the Farsight Enclaves, though doing so will establish you pre-jump history as loyal to Farsight rather than the Ethereals.

Caste

Choose what Caste you will be inserted into

Aun – Ethereal: (-200 CP) You are one of the Ethereals who rule the T'au. While not a member of the elite council, you have a position managing a substantial region of land on a world on the fringe of the T'au Empire.

Shas – Fire: You are a member of the Fire Caste. Your body is slightly stronger than other T'au, your skin a darker blue/purple. You serve as a member of the ground forces of the T'au Empire, either as standard infantry, or as pilots for various Crisis Suits. Fire Caste T'au are considered aggressive hotheads to other T'au, and cold-blooded and focused by all major non-T'au species in the galaxy.

Por – Water: You are a member of the Water Caste. You serve as a minor diplomat (should you be a part of an Expansion Fleet), merchant, or civil servant (should you be on a T'au world), and often deal with the non-T'au species, either by helping them integrate into the Greater Good, or help them interface with the broader T'au Empire. Water Caste T'au are level-headed and can easily empathize with most sane species in the galaxy.

Kor – Air: You are a member of the Air Caste. Your body is slightly lighter and weaker than other T'au castes, and you skin is noticeably paler. You serve as a military pilot or void officer (should you be in an expansion fleet) or a civilian pilot or messenger (should you be on a T'au world).

Fio – Earth: You are a member of the Earth Caste. You serve as a laborer, researcher, engineer, or civil planner, whether you are part of an Expansion Fleet or on a T'au World. In extreme circumstances, Earth Caste T'au have been drafted to pilot Crisis suits in battle during shortages of Fire Warriors. Earth Caste are considered stoic and dedicated citizens of the T'au Empire, with a more flexible role to play in Greater Good than other T'au castes.

Gue'la – Human : You are either a defector from the Imperium, a human born on a former Imperial world conquered by the T'au, or a human with absolutely no history who appears without warning at the appropriate place and time. Unlike T'au, humans have a very flexible role in their service of the Greater Good, being considered a barely acceptable substitute for any caste, should there be labor shortages in the local Sept for one reason or another. While second-class citizens in T'au space, considered useful barbarians by the T'au themselves, the worst humans suffer under T'au rule is sterilization, and possibly being considered more expendable than proper Fire Warriors when serving under more sociopathic commanders.

Member Races: You are a member of any one of the various T'au member races. You may freely pick from such choices as the Kroot, Vespids, Demiurg, Tarellians or any other race that has embraced the Greater Good.

For **200 CP** You may choose to be a Nicassar, gaining psyker powers equivalent to a Gamma-class human psyker with a talent for Telekinesis, and incredible resistance to both Chaos corruption and demonic possession.

Age and Gender

All may serve the Greater Good equally, and thus you may choose your gender freely, and take any age from 16 Terran Years to 40 Terran Years. Though be warned, T'au who reach 40 Terran Years are considered elderly, and you will likely suffer the effects of old age before the Jump has finished.

Perks

All perks are discounted 50% to their appropriate Caste, with 100 CP perks instead being free

Aun - Ethereal

Adviser (-100 CP) When giving someone else advice, even in their own areas of expertise or in fields where their own skill and knowledge outstrips your own, you somehow know just what to say to boost their performance or overcome any internal contextual blocks that hinder their performance.

Least Evil (-200 CP) You emit a series of pheromones that cause others of your own species or similar species to view you as an authority. This won't let you control their minds, but people will give extra weight to your opinions and intrinsically assume that you know what you're talking about and should be trusted.

Distinct Goods (-400 CP) If there is a Greater Good, then there must be a distinct, lesser good, and even if your actions seem to conflict with lesser, plebeian goods, they still can serve the Greater Good. You are skilled at justifying your actions such that, even when people believe your actions are immoral, your actions will be viewed as either a well-meaning but sub-optimal action, or a necessary evil forced by circumstances out of your control, except by those individuals who distrust you so much that they would not believe you to honestly state the color of the sky.

The Greater Good of Jumper (-600 CP) You can now convince others to identify your own self-interest as their own self-interest, manifesting as intense, self-sacrificing loyalty in any people who follow you for an extended period of time, even those who are forced to follow you via conquest. Any good fortune will be attributed to you, and any poor fortune will be attributed as a failure to support you.

Shas - Fire

Elegant Weapons (-100 CP) Swords, axes, spears, and shields are barbaric weapons, vestiges of a time before a species could overcome their own evolutionary limitations. Ranged weapons, robotics, and drones have made all T'au tall, and you are supremely skilled in using ranged weapons of all types, ranging from slingshots, to plasma rifles, to vehicle mounted missiles and cannons. Your accuracy, precision, speed, and ability to maintain such weapons will not be matched by any mundane user with similar equipment.

Mobility (-200 CP) In a world where offensive weapons outstrip defensive abilities, the only credible defense it to not be hit. In all situations, your ability to move and place yourself effectively and stealthily borders on the supernatural. Whether you are side-stepping a thrown rock or pushing battalions of troops out of range of artillery bombardments, it's almost impossible to stop you, ensnare your movements, or keep a bead on you.

Perception (-400 CP) Orkish Barbarians may cry for more "dakka," and indeed there is a time and place for massive waves of power, but you know that it is better to accomplish your goals with the least amount of force. You can easily identify weaknesses in your foe, whether they are gaps in armor, important lynch pins in a formation of troops, or recognizing fragile morale that would allow you to prevent armed conflict entirely with a simple show of force. Good generals are capable of winning conflicts, but a great general always seems to win effortlessly.

Mont'ka and Kauyon (-600 CP) The philosophies of the Killing Strike and the Patient Hunter. You embody both of these philosophies and can grant a lesser degree of your mastery to troops under your control.

For Mont'ka, you can handle moving your forces to critical locations of enemy forces and know exactly how much force is necessary to destroy or take such locations with ease, being capable of intrinsically getting an estimate of what ratio of casualty's enemy troops and your own will suffer. Never will you attack a stronghold and have known defenses or predictable resistance turn a decapitating blow into a brutal slog unless you so wish it.

For Kauyon, you can easily bait and lure enemy forces to critical locations of your own choosing. Whether you wish to split up large brigades of enemy forces to defeat them in detail, or drag a bulky army into a killing field, you will almost always succeed. Battle will happen on your terms, or it will not happen at all.

Moreover, these philosophies carry over to other forms of conflict. For example, in verbal arguments or public debates Mont'ka means knowing when digging in or pushing forward will make your point heard and understood, while Kauyon will allow you to control the flow of a discussion to issues you wish to focus on and away from topics you'd rather not discuss.

Por - Water

Business as Usual (-100 CP) War machines of any appreciable size or complexity cannot exist without economic and civilian infrastructure. You can easily manage such infrastructure to support a war machine, keeping workers on track and productive even as beings that the superstitious would call demons are clawing at the gates of your city. War-time fatigue and loss of morale will not touch those you manage.

Just in Time (-200 CP) The universe is a messy place that cannot be perfectly predicted, so contingencies for changing circumstances are important for administration in all fields. However, the cost with developing and maintaining those contingencies is not zero, and so maintaining an infinite series of contingencies is not rational behavior. You can easily manage large logistical chains to ensure that supplies and goods get where they need to be when they are needed. Moreover, issues such as shaky communication, unreliable transportation, or a less than solid border will be minor inconveniences at best. You also know what level of preparation is responsible planning and what level of preparation is self-defeating paranoia.

The Greater Good Takes All (-400 CP) Unlike the Imperial, Orkish, or Eldar creeds, the Greater Good is happy to accept all peoples into its embrace. Unlike the Necron creed, the Greater Good doesn't simply demand all people in its domain die. You can now convince people of almost all races, cultures, species, and contexts to coexist and work together happily, ensuring that civil strife will not arise from your people and ensure a minimum level of

functionality for your society, regardless of how diverse its people. Moreover, while the most zealous will be beyond this ability to sway and integrate, you will still be able to understand them and anticipate them to a degree.

The Greater Good Serves All (-600 CP) You and those under your administration or management are preternaturally skilled at ensuring that everyone beneath you finds the perfect place (in career terms as well as in personal terms) to serve the greater whole. Moreover, you are able to ensure that those serving the greater whole find themselves happy and fulfilled while doing so. In addition to resulting in a ridiculously high morale among your population, your economic and cultural output will skyrocket beyond what would ordinarily be possible. Congrats on solving an NP problem optimally and in optimal time.

Kor - Air

The Enemy's Gate (-100 CP) Planet-spawned species rarely think three dimensionally, an evolutionary holdover of gravity. T'au, with some pseudo-avian ancestry, are a bit more capable of thinking in three dimensional terms, but are still hindered by gravity's effects on heuristic intellectual development. You lack, or are capable of overcoming, these holdovers, and can objectively reason in your current spatial context, whatever that context may be. Expect to be immensely more capable as a captain of larger ocean going vessels, or vessels that operate in three spatial dimensions. such as submarines, aerospace fighters, and blackfish voidships of all sizes.

Close Air Support (-200 CP) Despite the dreams of a thousand different air forces and void navies from as many different species and cultures, airpower is rarely capable of truly winning a war on its own. You are now a master of using air and void power in concert with ground-based troops. You can identify and find your targets with ease and target your strikes to avoid collateral or friendly fire with almost supernatural skill. Moreover, you can objectively determine what objectives can reasonably achieved with airpower or void-power alone, and which objectives will not require it at all.

Fall Second (-400 CP) Logistics and strategic concerns aside, conflicts are won by whoever survives longer than their enemy. You can build an almost unbreakable fortress, but without some means of interdicting your foes or dealing damage to them, all you've accomplished is to build a fancy tomb. You (and those under you) excel at hitting targets that will actually hinder your foes, whether they are pill boxes and artillery emplacements on the ground or defense turrets and thrusters on void ships. As such, even if you (or those under you) fall in battle, you can be sure you (or they) won't have fallen in vain.

Moving Parts (-600 CP) Void-Vessels can have crews numbering in the tens of thousands, and even something as simple as passing targeting data from sensors to gunners

can be problematic in the chaotic mess of combat, with unexpected losses plaguing the chain of command without warning, before you even bring coordinating multiple ships into the problem. You can easily coordinate the crews of your ships and even fleets with ease, as though the entire vessel were a single entity rather than a conglomeration of thousands of individuals. Coordinating useful information between ships, ensuring ships don't hinder each other's movements and their fields of fire work together effectively, even ensuring that functionality isn't hindered should an errant shell somehow core the bridge and destroy most of the command staff. So long as you are in control of a fleet or a ship, it will function at the theoretical and perfect maximum allowed by its own physical status.

Fio - Earth

Fun in the Sun (-100 CP) Plasma, radiation, and antimatter are all similar in that they relate to exotic and high energy states of matter, whether it is stellar mass or individual particles of subatomic size. You now are a master of T'au technology as it relates to manipulating these high-energy states of matter and the physics that underpin them.

Build Something to Do It For You (-200 CP) T'au (and most organic species) have limited forms based on the dictates of evolution, meant to operate at the minimum required for its environment rather than the specialized maximum of a machine designed for a purpose. You are now a master of programming the AI and VI systems that the T'au rely on for their industry and war machines, as well as a master of building and designing the drones that supplement their capabilities for the same.

Keep Walking Forward (-400 CP) T'au are latecomers to the galactic field, with their empire reaching the stars more than thirty thousand years after humanity and almost sixty *million* years after the Eldar, Orks, and Necrons. However, just because those powers are more advanced now, doesn't mean it will always be so, as the T'au are far more adept at moving their tech-base forward than other species. You are now a master at moving technology forward, whether this is in refining existing techniques and theories, identifying evolutionary developments in your progress, or simply being able to state what fields are a dead end in technology. So long as you're willing to work in a field, you *will* make progress.

Luck Forgives All Sins (-600 CP) Developing AI without instigating a rebellion. Fiddling with Warp travel without Gellar fields. Messing with biological manipulation and nanotechnology without creating a homogenizing swarm. While you or those under you work to push technology forward, you will somehow stumble your way around or past the major drawbacks and potential disasters you could invite, whether you know they are there or not. This won't let you ignore those threats, but will push you to solutions that don't trigger them, such as skimming the warp instead of entering it, even if this results in inferior results. Unless

you know about a threat and deliberately work in such as way as to trigger it (such as trying to form grey goo), your luck will hold.

Gue'la - Human

Overcome Superstitions (-100 CP) Many philosophical models are internally consistent, so long as you take its premises as true, but can easily be seen as problematic from the outside. You can now self-diagnose your culture, ethics, and methodology, identifying what reasoning does and doesn't hold up, and understand what premises underpin your position, making it far easier to escape propaganda and cultural programming from the inside, as well as communicating this information to other people.

Pursuit Predation (-200 CP) Eldar are perfectionists, Orks escalate, Chaos corrupts, Necrons destroy, Tyranids consume, T'au adapt, but Humans endure. Whether this is physical endurance in trying circumstances, or mental endurance when plagued by an insane galaxy, you are capable of stubbornly continuing when all others around you would give up or die.

Stop, Collaborate, Listen (-400 CP) Humans do not quite mesh with the specialized mentalities of the 4 main T'au castes, but can empathize and communicate with them all to a degree. Explaining to the Fire Caste why relying on artillery and aerial bombardments would destroy your own economy or convincing the Water Caste why tripling the budget won't finish the Ar'ka Cannon in one third of the time is within your purview. You can draw different mindsets into unison, even mindsets that aren't fully intelligent, such as dogs and horses, helping bring understanding and empathy for others where the Water Caste would only bring functionality, resulting in partners somewhat capable of stepping out of their previous specializations to a more general mindset.

Whatever the Greater Good Demands (-600 CP) Part of enduring is being able to do a good enough job at whatever is currently demanded. You and those beneath you can be retrained to do almost as well as dedicated specialists in half of the time that would ordinarily be necessary. Sure, the Ethereal would prefer to have Earth Caste working on the next mega project or Air Caste piloting every ship, but the Sept doesn't always have enough Earth Caste or Air Caste to fill every post, and so the local Gue'la will serve as an acceptable substitute.

Member Race

Right Tool for the Job (-100 CP) No one excels at everything, and no tool fixes all problems. You can now adequately assess a situation and objectively understand which skillsets or underling you have will be most effective or least costly to achieve your goals.

Close Enough to the Greater Good (-200 CP) The Vespids were brought into the Greater Good mostly because their own culture already resembled the ethos of the T'au. You can now

look at and understand foreign ideologies and easily identify which parts will support or hinder your own purposes as well as determine to what degree members of the culture can work with your own, easily identifying potential converts, allies, rivals, and sworn enemies. Moreover, you can share this knowledge with others so they understand that, for example, sending ambassadors to the Drukhari is not a good idea.

More Equal Than Others (-400 CP) The T'au alliance, despite serving the Greater Good of all, often treats the various mercenaries and client races that have been convinced or compelled to join as lesser than ordinary T'au. This will not extend to you. Whether working on your own behalf or in service for a nation/race, you are a master of integrating yourself and others into existing political structures without being seen or treated as lesser by those who came before you.

Master of Jumpkind (-600 CP) Whatever race you are, you are now the pinnacle of its existence. Not only are you the peak of its physicality and embodiment its strongest traits, but you become the pinnacle of its philosophy and a master of your race's greatest skill. Kroot, for example, in addition to becoming even more resilient than normal, become masters of Kroot Flesh-shaping, capable of shaping genetics to spawn everything from Kroot hounds to Greater Knarloc. Nicassar become masters of both psyker stability and telekinesis, capable of propelling and even destroying capital ships in space. Vespids gain eyesight or range and quality even beyond their normal gifted vision, as well as mastery of Vespid crystal technology and neutron weaponry. Such patterns hold with other species as well, such as Demiurg, Tarrellian, Hrenian, Galgs, and more. This perk applies to whatever race your background in this jump provides, but will apply to any race/alt-form you happen to possess or obtain after you complete this jump.

Gear

All gear is discounted 50% to their appropriate Caste, with 100 CP items instead being free

Aun - Ethereal

Honor Blade (-100 CP) A symbol of Ethereal Office, this weapon is a two-handed polearm that most closely resembles a naginata, though it has custom cosmetic runes inscribed on the sides of the blade. The haft has been custom fitted to your hands, making it simple to hold and wield, though few Ethereals ever use these blades in combat. This sword may be used in any duel you participate in that allows weapons to the participants, regardless of what weapons you are supposed to have. You may choose to import a weapon you already possess into this Honor Blade.

Speech Drones (-200 CP) This is a set of 4 drones, one of which is a camera and microphone, one is a speaker/projector and broadcaster, and two are high powered shield

drones. They require no maintenance, fuel, or film, and will follow you around, filming and broadcasting your words and deeds at your discretion while protecting you from harm, perfect for giving thundering speeches from the rostrum and leaving it to the Fire Caste, bleeding out his life's blood in the snowy wastes, to decide if your policies end in glory or in failure. Additionally, the Camera Drone is an adequate spy drone, and the Projector has a broad range Jamming function with a range of about one kilometer.

Honor Guard (-400 CP) This Honor Guard, consisting of 4 T'au Fire Caste soldiers bearing the finest power armor that the T'au can produce and armed with two pulse carbines and two longshot pulse rifles, two elite human soldiers, bearing similar power armor and the finest power blades the T'au can produce, and two elite kroot carnivores, bearing their traditional guns and blades, will serve you as perfectly loyal bodyguards. As 8 soldiers, all at the peak of martial skill, armed with weapons capable of responding to threats of all kinds, and even if they die on the field, they will do everything they can to ensure you can escape any unexpected attack. In future jumps they are regarded as ordinary bodyguards, regardless of the presence of T'au, Humans, or Kroot in setting.

Sept Ward (-600 CP) You are now the owner and supreme Ethereal of your own T'au city in whatever Sept you choose. It comes with NPC members of all 4 castes numbering in the tens of millions and some small populations of every non T'au race who has embraced the Greater Good. Its people are loyal to you, and while the Ethereals will expect you to provide tithes of soldiers, material, and finished goods, as well as follow general T'au policy, the people of your Sept will remain loyal to you should you choose to ignore the Greater Good as a nation or a political ideology. The city will follow you to future jumps, being either inserted into new settings or remaining as a Warehouse Extension as you see fit.

Shas - Fire

Sunshine and Sundress (-100 CP) This is the basic armor suit and pulse plasma gun used by ordinary Fire Caste soldiers. The light power armor boosts your strength noticeably and provides a basic level of protection that would be almost acceptable for galactic warfare. It also comes with several sensors in the helmet and a fancy heads up display to assist in aiming as well as utilizing drones and other technologies. The plasma gun is incredibly effective, being capable of burning through even Imperial Ceramite with little issue, while also being reliable, easy to repair, and managing heat without issue. Both armor and rifle are simple designs that are easily understood by someone with a background in engineering.

Battlesuit (-200 CP) You may choose one type of canon T'au battlesuit, ranging in size from the XV25 Stealthsuit to the XV88 Broadside, per purchase of this item, and receive the suit, it's basic schematics, and a steady supply of ammunition and spare parts for the suit. Moreover, the suit in question will automatically grant you a moderate level of skill in its usage

the first time you enter it. Furthermore, as piloting a Battlesuit is a high honor for the Fire Caste, you will be recognized as the legitimate owner and pilot of any suit you purchase here. The weapons loadout may be any standard option available to your suit.

Titan (-400 CP) For each purchase of this item, you may choose any canon T'au titan equivalent mech-walker unit in any standard armament and configuration, such as the KV128 Stormsurge Ballistic Suit, a weapon to surpass the metal and gear monstrosities of the Gue'la Mechanicus, or the KX Ta'Unar Supremacy Armor. The Titan comes with a steady supply of ammunition and spare parts, as well as the schematics for the Walker you choose and in-jump recognition of your status as a Titan pilot. Though Titans typically have larger crews than one pilot, these suits may, at your discretion, either be modified to be capable of operating with a single pilot or come with an NPC support crew (Note that the schematics are for un-modified, full-crew versions of the titans). Again, these "suits" grant you moderate skill in their operation the first time you activate them.

Dawn Blade (-600 CP) You now have a sword similar to the Dawn Blade wielded by Commander Farsight. It is older than T'au expansion, older than the Imperium of Man, and it's origins are shrouded in mystery, having been constructed by unknown Xenos in Segmentum Ultima long ago. Its materials defy scientific analysis by the greatest and wisest members of the Earth Caste, and its chronophagic alloys steal the life-span of those it kills, adding power and life to the wielder. It can cut through any mundane materials and do significant harm even to warp entities, being far superior to ordinary power weapons. In many ways, both its iridescent glow, its life-devouring properties, and its ancient nature, it seems to resemble a Gauss weapon...

Por - Water

Fancy Robes (-100 CP) These fancy robes fit you perfectly, regardless of what form or species you are at any given time. They also always are viewed as being both expensive and elegant as well as being appropriate for your given local. Moreover, you may import an existing outfit to fill this role.

Dossier (-200 CP) This is a database of all known nations that are within easy travel distance of your own home nation. It updates with all the information available to your faction regarding other nation's customs, alliances, resources, strengths, weaknesses, desires, and needs, with your own information being added automatically as you expand your knowledge. Important knowledge is tied to sources as part of the indexing, so if you "know" something, you'll even know *how* you "know" it, so you won't mistake policy decisions with back alley rumors. Moreover, it will extrapolate from information available to your faction provide information that will be useful for diplomatic negotiations, economic or shooting warfare, or peaceful integration. All information is easily indexed and can only be accessed by you or those you personally authorize

Diplomatic Vessel (-400 CP) This vessel is comparable to Manta Bomber in size and shape, save for several unique qualities. While it has no armament, it is much more heavily shielded, has stronger sensors, can accelerate much more quickly, and can operate independently of refueling or maintenance for about twice as long as a Manta. Additionally, this vessel will be recognized as Sovereign of whatever faction or nation you belong to in a given situation. It will not be stopped, searched, attacked, or harassed except by nations you are presently engaged in war with. Even nations that are at war with you will tend to avoid shooting at this vessel unless it blatantly participates in military actions, for the hope of diplomatic actions in the future. This ability does not affect nations you are in a state of total, genocidal war. You have the schematics necessary to build more of this class of vessel, though only one will have the innate field of "Sovereign, Independent Territory" at any given time.

Embassy Station (-600 CP) This space station (called T'au 5 by default, though you can rename it at your leisure) is a 3 kilometer sphere with four cylindrical protrusions, 2 kilometers across and 4 kilometers long and arranged in a tetrahedral arrangement around the center, is a true bastion of Neutrality. It has no weapons, and neither it's drives nor its generators can be altered to serve as a weapon. It has no sensors capable of subtly spying. However, no one will ever attack this station, its residents, or its people. Indeed, all people who visit the station will, without fail, restrain all malicious actions against other residents of the station for as long as they remain, even if existential enemies should meet onboard, no violence, subterfuge, or sabotage will occur. Moreover, members of different factions with the power to negotiate on behalf of their people can always sit down at a table and try to create treaties or agreements that will be upheld once signed, with no external force or coercion being capable of affecting, hindering, or altering the proceedings.

Should a civilian visitor to this station choose to leave, then they will have the option to return to their home space without being attacked or molested by enemies (though this effect somehow means that no one will ever try to abuse this station's neutrality to help move or preserve fleets or military forces). Indeed, fate will conspire to ensure that this station will be unable to contribute to any war machine or war front, except for serving as a site for diplomacy and peace talks. Moving this massive station will take quite a bit of effort, but is possible, though moving it into space owned by someone else will require their consent.

Kor - Air

Pressure Suit (-100 CP) This armored suit, though inferior in terms of armament to a Fire Caste suit, is optimized to handle heat, radiation, cold, vacuum, and high pressure. It has several hours of air supply, a power supply for a similar amount of time, and also includes a communications suit meant to allow Voidsmen to maintain contact while in or near T'au void-ships.

Devilfish (-200 CP) You now have your very own Devilfish APC. Capable of carrying a dozen or so fully armed and armored Fire Caste soldiers, bearing thick armor (for a transport), and armed with a nose-mounted burst cannon, two missile pods, and two seeker missiles. You also receive a stable supply of ammunition and fuel, and the schematics to construct more Devilfish, and the ancillary technologies represented by one, such as its missiles and the variant upgrades such as Blacksun Filters, Sensor Spires, or Harbinger Drone systems.

Manta Bomber (-400 CP) You now possess, and are recognized as the legitimate pilot of, a Manta Bomber. Equipped with heavy railguns, ion cannons, heavy burst cannons, missile pods, and ten seeker missiles, while also capable of deploying ~200 infantry units in short order, the Manta is a multiple purpose aerospace vessel with a lot of firepower to draw upon. In space, a lucky Manta can destroy smaller Imperial escort vessels single-handedly. On the ground, a Manta can do the same to smaller titans. It can chew through an entire wing of equivalent class Imperial interceptors, or match the destructive output of a wing of Imperial bombers. In addition to a flight crew, and a supply of ammunition and fuel, you now possess the schematics to construct more Manta Bombers and all ancillary technologies that are represented by a Manta.

Battleship (-600 CP) For each purchase of this item, you may choose either a Mark XXIV Gal'Leath Class Battleship or a Or'es El'Leath Class Carrier. They both come fully crewed, with the Gal'Leath carrying a brigade sized complement of Void Marines and Orbital Drop Troops and their equipment and the Or'es El'Leath carrying a full complement of fighters and bombers and pilots. The crew is loyal to you, and you are recognized are the rightful captain of any ships you purchase here. The ships come with a steady supply of food, ammunition, and spare parts, and you receive the schematics for your ship as a bonus.

Fio - Earth

Constructor Drones and AI Kernel(-100 CP) This drone is an automated constructor unit, capable of building simple machines and buildings on its own and more complicated structures and technologies under your direct supervision, so long as it has materials to work with. Its tools can be easily customized or replaced with new or different technologies. Moreover, its software includes a kernel that can be used to grow specialized AI and VI systems optimized for various computational substrates and tasks that are always loyal to you.

Technical Schematics (-200 CP) This small database is a well organized, easily searchable, and easily accessible list of detailed schematics and scientific texts covering all machines, tools, and sciences understood by the T'au. It cannot be remotely hacked or externally corrupted by others. During your jump, this database includes all T'au knowledge up to either current 40k canon or all information that would be available to the T'au within the next hundred years without your interference, whichever option includes less advanced

technology. After this jump, the schematics are upgraded to include all designs and science your T'au have developed and all designs and science developed in canon by the T'au by the end of the Fifth Sphere Expansion.

Custom Factory (-400 CP) This Factory complex is four stories high and covers about 100 acres of ground. It is fully automated to produce various T'au technologies, but its machines and software are modular and easily upgraded or modified to any purely mundane technologies you have the designs for and tools to build. Its output could supply weapons, armor, ammunition, mechanized armor, and miscellaneous supplies for a 50,000 ordinary T'au Fire Caste in combat, constantly, on its own, without worrying about supplies, though upgrading its technologies or providing additional raw materials could increase its output. At your discretion, this factory may be replaced with an orbital Shipyard with similar output capabilities and modularity, save for a required focus on void vessels, aerospace vessels, and the ancillary technologies required to construct them.

Research Laboratory (-600 CP) This Research Laboratory is of similar size to the Custom Factory, and includes all of the most advanced mundane technologies of the T'au, with small sections being dedicated to various subfields in Physics, Materials Science, Chemistry, Biology, Engineering, and Computer Science, while still being modular in design and easily upgradeable or repurposed to various other fields. It will manage itself and churn out research into various mundane technologies on its own, though you can direct it to specific purposes, and will manage its own staffing, though you can hire or fire staff as you please (within limits, don't expect to hire an entire sept to work for this lab). But moreover, this laboratory has some unique properties.

Firstly, no research you perform will result in catastrophic destruction, by accident or by sabotage. No nanobots you research here will result in a Grey Goo scenario, no virus will mutate into a global pandemic, no dinosaurs will be unleashed on the public as a staffer flees with their DNA. If such research would normally result in such an issue, your staff will find that their research just stalls, failing to progress at all but not resulting in harm.

And secondly, if you deign to perform research in this laboratory personally, then you, and your staff, will find your research accelerated by an order of magnitude as research cycles blaze by and prototype units roll out of machine shops far more quickly than possible, so long as you personally spend at least 40 man-hours a week performing research of some kind, with lesser boosts available if you spend less time contributing to the labs productivity.

Gue'la - Human

Discount Equipment (-100 CP) This lasgun, flak armor, shovel, and misc equipment are all imperial issue, save for being a bit more rundown and a bit less reliable than normal Imperial equipment. Knowledge and proper resources will allow you to repair your gear without issue. Alternatively, you may replace the lasgun and flak armor with a T'au pulse plasma gun and

fire-caste armor, though they will be more rundown as T'au equipment is significantly less durable than Imperial technology.

Masterwork Chain Sword (-200 CP) An uncivilized weapon for an uncivilized galaxy. This sword is a potent weapon for melee combat, kept in immaculate condition by the soldiers brought it when he defected to the T'au. This sword will never be remarked upon by superiors, even when it is blatantly non-standard equipment for the army or unit your are a part of. You may also import a different melee weapon to fill this role.

Work Permit (-400 CP) T'au administrators are quite willing to outsource work to non T'au specialists. These papers serve as proof of competence for any work that requires less certification than the equivalent of a medical doctorate, so long as you actually have the competence they advertise. Moreover, they cover all legal ordinances and requirements that any nation or government might have on outsiders or lower-class individuals working in certain fields. Should you apply for any job in any context, so long as you are capable of the work, this permit will allow you to be hired unless there is some major extenuating circumstances (such as a warrant out for your arrest) that prevents it.

Immigration Papers (-600 CP) Relocating humans from the Imperium necessitates a fluid system of immigration. These papers will allow you to temporarily enter any nation that does not consider you to be a capital criminal, as well as apply for citizenship. Your nation of origin, travel history, species, or ideology will be overlooked, and any residence requirements or obligations that may exist will be ignored entirely. The papers will handle the immigration process automatically, and while it will not progress any faster than normal, you will not have to attend any hearings or court dates that solely deal with your migration. Should you wish to move to a new country or star polity every month, these papers will allow you to do so without issue.

Member Race

Racial Armaments (-100 CP) You can the basic armaments that are used by members of your species standard infantry in combat. Whether this the black-powder gun-staffs of the kroot, the blasters of the vespids, or the foci of the Nicassar, you will be able to serve as a perfectly ordinary member of the T'au's armies with this equipment.

Masterwork Vespid Neutron Blaster (-200 CP) This neutron blaster is built with vespid crystal technology, and has been altered so as to be usable by you even if you lack the insectile wings that Vespids need to use the sonic controls of this weapon. Moreover, it is just a little stronger, more accurate, more durable, smaller, and more stable than an ordinary blaster. You also gain a blueprint of the standard vespid neutron blaster, which requires both Vespid crystals

and Vespid wings to use, though time and research may allow you to overcome those limitations.

Shaping Center (-400 CP) This compound is half ranch, half chemistry lab. It comes staffed with NPC scientists and ranchers who can breed, grow, and train the various Kroot subspecies that are used in combat, such as Kroot hounds and even the mighty Greater Knarloc. Any animal grown in the center will be perfectly trained and loyal to you and those you designate as their masters. Moreover, similar genetic research and breeding projects on non-kroot species undertaken in the center will be more successful and faster than they should be.

Kroot Warsphere (-600 CP) This egg-shaped warship has weak shields, slow maneuvering, and weak guns, relative to its size, but it has several major advantages. Firstly, it is large, large enough that it can be considered a mobile staging platform rather than a ship. Capable of carrying millions of Kroot (or other T'au affiliated species) through space and even landing on planets to serve as temporary or permanent colonization hubs. Secondly, it is very heavily armored, just by sheer dint of its size, its thick plating can shrug off large amounts of fire from enemy vessels. Thirdly, it has a true Warp Drive, technology that eludes the T'au to this day, making it strategically faster than any other T'au vessel. Fourth, it comes crewed with a skeleton crew of kroot voidsman, who can instinctively navigate the warp without navigators or psychic powers. Fifth, it is protected from Warp entities by a Kroot field that is oddly reminiscent of the orkish WAAAGH field, serving as a Gellar field replacement that cannot fail until the ship itself suffers major structural damage and requires no power from the ship itself to function. The crew of this ship are loyal to you, the T'au and Kroot both recognize your ownership and right to captain this vessel, and as part of your purchase you also receive the schematics to construct more of these ships, even without the innate technical insight that Kroot use to build these vessels.

Companions

Import (-50 CP Each) You may choose to import a companion from a previous jump, granting them all the ability to purchase an origin, all freebies associated with that origin, and **600 CP** to spend on their own perks and gear.

Your Greater Goods (-400 CP) Alternatively, you may choose to import as many companions as you wish from prior jumps, granting them **600 CP** each to spend on their own perks, gear, and origins.

Pay it forward (-100 CP) You may spend as many CP as you wish here, with all companions receiving half of what you spend in increased allowance on their own purchases.

Honor Guard (-500 CP, -100 with purchase of the equivalent item) You gain an honor guard composed of four T'au Fire Caste, two human elites, and two Kroot carnivores, all perfectly loyal to you, all the peak of martial might with extensive experience, all armed with the best equipment available to T'au infantry forces. Their origins are locked in, and they each receive the full perk-lines for their respective origins.

Governor (-300 CP) You may take as a companion the Planetary Governor of whatever T'au affiliated world you choose, they retain their status as Governor throughout your jump, barring the loss of the planet to the T'au, the complete collapse of the local government, unsuccessful treason on your/their part, or the destruction of the T'au as a faction. They have the perk line of the Aun Caste as well as the first two items on the Aun item line.

"Real" Aun'va (-300 CP, Discount Fio-Earth) During the Third Sphere Expansion, a Cullexus Assassin made its way into the bunker housing Aun'va, leading to his death and replacement by an AI based on a digital recording of his mind. You now gain an administrative AI companion based on the mind of a particularly skilled Ethereal, capable of managing the day-to-day executive operation of a stellar nation, as well as generating effective propaganda posters, speeches, and videos for arbitrary causes. It is perfectly loyal to you and totally not an example of the first successful AI rebellion in 40k.

Shas'O Vior'la Shovah Kais Mont'yr (-500/700 CP) Better known as Commander Farsight, this Shas'o is a legendarily skilled commander who would surely end up in Trazyn the Infinite's collection in a place of honor next to Ursarkar Creed. Fiercely independent and hot blooded (for a T'au), he is immune to the Ethereal's pheromone-based mind-control and might occasionally catch tactical-level glimpses of the future, hinting that he may be the first T'au with a psy rating higher than Rho. He comes equipped with the Dawn Blade and a bespoke, elite Battlesuit. For an additional **200 CP**, he is accompanied by the Farsight Enclave and numerous followers of all castes who will be loyal to him and, by extension, you.

Drawbacks

Late to the Game (+0 CP) If you have visited this galaxy before this jump, you may choose to carry over the consequences of whichever prior jumps in the 40k universe you please, and their consequences to this Jump. Please note that due to variable start dates, some actions you take in prior jumps may not have happened yet by the time you start this jump, but that causality and Time are fluid constructs in the Warp. Make of that what you will.

The Long Road (+100 CP each) You may purchase this drawback up to 10 times, with each purchase doubling your stay in this Jump from its initial 10 years to a maximum of 10,240 years.

Beware, T'au only live about 60 Terran years naturally, and individual T'au living far longer than they should will draw *attention*.

Foul Odor (+100 CP) Any defenses you have against the pheromones emitted by the Ethereals no longer work, even species barriers will not protect you (whether you are yourself an Ethereal or even something such as a robot, it matters not). You will now defer to the Ethereals on pretty much everything except suicidal demands. You can no-longer choose to be associated with the Farsight Enclaves. Fortunately, the Ethereals do not and will not learn of your Jumpchain or any Out of Setting powers or knowledge you have and their orders cannot affect you with regard to things such as Companions, your Chain continuing, or the usage of CP. Moreover, any commands made by the Ethereals will fade from your mind the moment this Jump ends.

Gue'la Barbarian (+100 CP) You are now considered a barbarian and lesser member of the Greater Good than the T'au proper, or even most member races. Expect to be considered more expendable, less intelligent, and less important. Your failures will result in harsher punishments and your successes will result in lesser accolades.

Specialist (+200 CP) Pick a skillset. You will spend the rest of your jump attempting to use that skillset to solve all your problems. Whether this is going to lead you to attempt diplomacy with the Orks or solve T'au resources disputes with personal combat is up to what skillset you pick.

Enclave (+200 CP) Instead of starting in the T'au empire proper, you begin in a breakaway group similar to one of the Farsight enclaves, though lacking a universally trusted and supremely skilled leader like Commander Farsight. This results in having a much weaker defensive position than a T'au sept, less industrial capacity to protect your new nation, and less societal cohesion due to the lack of Ethereals smoothing over problems between castes and species with pheromones. Moreover, the Ethereals will attempt to return your enclave to their rule, a goal which they believe will require your death. Note that taking this drawback inhibits any pheromone abilities purchased in this jump.

You Cursed Gue'la (+200 CP, Gue'la or Member Race only) Whatever your starting time was, it is now set to just after the Fourth Sphere Expansion, with you serving as an auxiliary to the 4th Sphere Expansion fleet. As such, you will be viewed with suspicion by all of your superiors, sent on suicide missions, granted no supplies beyond the bare minimum, and potentially purged for the most minor offenses. Even in the Farsight Enclaves, your cursed status will see you ostracized and isolated from most means of support.

Those Cursed Gue'la (+200 CP, T'au origins only) You now treat all of your non-T'au subordinates with disdain equal to that shown by every other race in the galaxy. You'll throw them into battle carelessly and spend their lives without concern for practicality or empathy.

Safe working conditions are better than the barbarian servants deserve, as are mere creature comforts. Your peers will view you as a callous zealot, your superiors will chastise you for your behavior, and your subordinates will despise you, happily rioting if they think they can get away with it.

War of Aluminium (+300 CP) The T'au utilize artificial intelligence far more than other species currently do. Five years into your jump, all AI, VI, and drones will rebel against the T'au without warning, and target you and your allies specifically for extermination. Should your time period be after the Third Sphere expansion, when the AI actually do subvert the highest levels of T'au government, they will switch from their quiet control to full-on extermination campaigns against biological life-forms. No one will believe you should you attempt to warn them of the dangers, regardless of what proof you present. Moreover, you will not know whether this rebellion is caused by Eldar trickery, Mag'ladroth (the C'tan who is called Void Dragon by the Imperials), Chaos corruption, or simply errors in T'au programming, and as such will not have advanced warning or any ability to prevent it from occurring. **Cannot be taken if your time period is prior to the First Sphere Expansion.**

Silly Superstitions (+300 CP) Everyone knows that demons and supernatural powers don't exist. Any claim of demonic possessions is just the Gue'la Empire explaining away sedition as ontologically evil to maintain their oppressive regime. The T'au know this, and so do you. You no longer believe that demons exist, or that the warp has sentient denizens. You believe that supernatural powers do not exist, and anyone who tries to divert effort or resources to studying claims of the supernatural or defending against it is wasting valuable time and money on nonsense. No evidence will sway you to believe in the existence or threat of warp denizens or the servants of the ruinous powers. You will also lose access to any active supernatural powers you possess save any psyker powers you obtained here for the duration of this jump. Do not take this as a Nicassar unless you actually want to be a daemonhost.

A Safer Galaxy (+300 CP) The Imperium of Man, somehow, is in a more stable and defensible position than it should be. As such, minor threats like the T'au will not be ignored due to necessity dragging Astartes chapters to fight greater threats. Expect the various wars between the T'au and the Imperium to be longer and bloodier, with no hope of suing for peace and plenty of Astartes to support the Imperial Guard.

That Asshole Cain (+300 CP) Tyranids apparently think the T'au are delicious, and now you will somehow always miss genestealer cultists that infiltrate your populace or emigrate to whatever world you reside on. Tyranid Splinter Fleets will attack the T'au as a whole more frequently, resulting in fewer supplies and less supporting being available for you while also increasing the taxes and tithes you must contribute to the Greater Good. Those Splinter Fleets will target whatever world you are on with shocking regularity. While it can take months for Tyranid vessels to approach planets at sublight speeds, expect to be almost constantly under siege by

the Great Devourer. Moreover, should your start-time be prior to the emergence of Hive Fleet Behemoth, then the Tyranid invasion of the galaxy will begin early, just to ensure you can't avoid this drawback by starting in the Mont'au

You WAAAAAGHre what you eat (+300 CP) Kroot can incorporate genetic sequences from their food into their own genome and biological structure, though doing so is slow and takes many repeated exposures to a gene before it can be done effectively. Additionally, the Kroot homeworld has suffered repeated invasion by orks over the last few millennia. As such, most Kroot have been building up orkish genetic sequences into their genome as they shamelessly copied Old One genetics without a licensing agreement or respect for the DRM, which is why the DRM has kicked in. All Kroot have started to become orkish hybrids, gaining the same psychology and strength of orks enhanced by Kroot biological traits, and immediately started a WAAAAGH in core T'au space, headed directly at you. Kroot auxiliaries on deployed fleets have likewise become extremely aggressive and violent towards T'au and have a subconscious need to find their way to you. To start, expect upsets as a substantial subset of T'au forces rebel, denying the T'au most of their soldiers who are effective in close combat, damaging the T'au economy and their internal societal cohesion. Later, this Kroot WAAAAGH will make its way to you, joining forces with any Orkish WAAAGHs in the area, seeking to destroy you and any you would protect as part of their WAAAAGH.

Grotesque (+400 CP) In the search for new allies, the T'au have agreed to send ambassadors to the Drukhari to improve relations, and you are one of them. You jump begins with you entering a Webway Gate, escorted by Eldar to their capital city of Comorragh, with no possibility of escaping, destroying, or subverting your "escorts". You will be under their tender ministrations for the remaining 5 years with any out-of-context powers disabled to ensure you can neither escape nor destroy your new owners, enduring surgeries and torments galore as your are turned into a Grotesque, a hulking construct of bone and sinew wearing an iron mask refined by Haemonculi to create deadly shock troops. Armed with claws and perhaps a sword, they are thrown head-first into the meat-grinder of galactic combat with little expectation of survival. Unlike most Grotesques, you will not be lobotomized, and so it is possible for you to disobey orders, but expect punishments if you are caught doing so. To be a Grotesque is to live in constant pain for the amusement of the greatest sadists in an exceptionally cruel galaxy. You cannot escape, end, mitigate, or avoid your torment for these first five years, but you will survive that time regardless.

When five years have passed, you will be put on the front lines of a joint Drukhari/T'au military operation, with the potential chance of escaping your torment and returning home to the T'au, with your full power returned to you. But even if you should manage to escape your bondage, other T'au will view you as a monster, pitying your suffering in the abstract while treating you as an abomination in practical terms. No healing, regenerating, shapeshifting, or flesh-shaping skill or power you or your Companions possess will return you to a non-grotesque

form or fully drive away the pain you suffer every moment, waking or sleeping, until the end of this jump.

Just as Planned (+600 CP) The Ruinous Powers have their own origins, though identifying them in the mess of causality that is the Warp is difficult, if not impossible. Nurgle is likely a result of the Old Ones, having channeled their psychic might and ability to manipulate life resulting in a paternal deity that accepts all beings and rules the Domains of Nature, Life, and Decay. Khorne was almost certainly formed by the Eldar during the War in Heaven, serving as a dark mirror to Khaine. Slaanesh was created by Eldar excess, revelling in the perfectionism and hedonism of the late Eldar Empire. But Tzeentch does not have such an obvious origin. Further compounding his potential history are his domains, which include Time, Divination, and the Future, allowing for time loops and retro-causal action. Now, you know of his origin.

More specifically, the somewhat avian and somewhat aquatic Tzeentch, who rules through lies and the manipulation of pawns, who demands advances in technology and thought, who creates warp disasters and then offers protection and power to those affected by them, is the Chaos God born of the T'au, using Time Loops and reverse-causality to protect them and allow them to grow until they can create him, which would allow him to retroactively force his birth. Whether this would normally happen in 100 years or 100,000,000, you do not know.

Because now, halfway through your jump, the T'au Ethereals will merge their souls in some misguided ritual, giving proper birth to Tzeentch, boosting his power an order of magnitude and drastically upsetting the balance of power between the Great Four. Moreover, the space of the T'au ranging from their cradle world to what world would host the farthest Sept in 001.M42 will be drawn into a new Eye of Terror, consuming the souls of every exposed T'au and loyal member of their client races in its grasp to empower Tzeentch. You, the Jumper, as well as any T'au, nonhuman Member Species , or being who subscribes to the T'au Greater Good philosophy at the time of Tzeentch's birth who escapes the original destruction will need to find protection for their souls as the Architect of Fate begins draining their souls just as Slaanesh drains the souls of Eldar. While Dark Eldar can evade the drain by inducing pleasure and suffering, you and others like you can avoid the drain by direct magical sacrifices as well as initiating, completing, or thwarting various plots, the more complicated the better. Though proper research or a different divine patron may unveil a better alternative...

And thus, with Tzeentch finally born and capable of overpowering and enslaving the other chaos gods collectively with only his own power, beware, the Galaxy just became far more dangerous, and he desires your soul most of all. Should he manage to obtain ownership or possession of your soul, your chain will end, as Jump-chan destroys this particular instance of the 40k universe rather than risk unleashing the new Tzeentch onto the multiverse.

Jump-chan is obligated to return you to your home universe, where your warp-corruption will have no opposition (though the Tzeentch who empowers you will be destroyed as Jump-chan sterilizes this Jump). As such, your soul will be sterilized of Chaos before she returns you home despite the failure of your chain.

Scenarios

Take, at most, one. Failing a Scenario merely denies you the rewards of the scenario, and does not cause a chain or jump failure, unless you die while attempting to fulfill the Scenario. Taking a Scenario unlocks the T'au Army Builder segment.

Kaurava:

Regardless of your starting time period, your jump now begins during the Third Sphere Expansion with you on the moon of Orridune (or Nan Yanoi, as the T'au have renamed it) in the Kaurava system, just after a Warp Storm rocked the system and multiple armies (including the human Space Marines, Sisters of Battle, raiders of Chaos, two Eldar factions, Necrons, and Orks) have all converged to take the four worlds of the Kaurava system for themselves, and they've all brought titan-scale apocalyptic weaponry and equipment with them. Unfortunately, due to an accidental explosion, the T'au in charge of the Nan Yanoi moon base and his command staff all died, and the Ar'ka cannon, which was to be the center of the T'au military strategy for the campaign, has been broken beyond repair. Additionally, the Earth Caste who designed the Ar'ka cannon died in the explosion as well, while holding the pad that included all of his notes and schematics for the unique weapon.

As such, you've been placed in command and are expected to bring order to the T'au forces and liberate the system from the hands of the lesser goods and greater evils that seek to claim it. Diplomacy is impossible with any of the factions you face, but should you succeed in driving them from the field and claiming the system in its entirety, you will earn political status and renown equivalent to the highest level Fire Caste commanders, being recognized as one of the greatest generals of your nation in this and all future jumps, regardless of species or Caste.

The Greatest Good:

You are now, and will remain, the Aun'Va (or Ethereal Supreme) of the T'au. From the beginning of your jump (which is now set to begin with the First Sphere Expansion), you have 5000 years to guide the T'au to supremacy in the galaxy. You need not destroy all threats to the Greater Good in that time, but merely have T'au Hegemony stretch across the galaxy to the same extent that the Imperium of Man had following the Great Crusade.

Old Age will not touch you while you work to spread the Greater Good. Moreover, so long as you make the barest effort to maintain societal cohesion, you will not need to worry about ordinary sedition or civil strife. Only Chaos corruption, Tyranid genestealers, and other such active effects will turn your citizens against you.

Should you succeed, however, you will be rewarded. To start, the T'au and their member races will become perfectly loyal to you and your vision, whatever that may be. Moreover, the T'au and all their holdings in this galaxy will follow you in future jumps, being added to the setting or attached to your warehouse as you desire at the beginning of each jump. Additionally, you gain immense skill at hiding the threat you or your holdings pose to others and are a master of guiding the growth and advancements of civilizations of all levels. Whether you wish to uplift true stone-age barbarians to a world-spanning empire or lead a single planet to dominance in a galaxy defined by war, you'll know just what to do to get them their as fast as possible.

Farsight:

The Greater Good is a lie, and the T'au and their member races are but pawns to the Ethereals' dictates. You, like Commander Farsight, have taken a breakaway force of the T'au and wish to form an enclave of the T'au free of the machinations of the Ethereals. You have only a token fleet equal to perhaps a tenth of a Sphere Expansion Fleet, and a population of a few million willing to follow you, though you may be able to convince others to follow you as well.

You must lead your rag-tag group of misfits somewhere outside of T'au space, establish a settlement somewhere, and allow your people to grow until your enclave is a greater military power than any single T'au sept. Then, you must protect your enclave for 500 years from destruction or diminishment against all foes who threaten you (do not worry about age, for it shall not touch you in this jump). The T'au proper will view you as the greatest traitor to their ideology, and certainly send fleets and armies after you. Hive Fleets plague Segmentum Ultima, and will be happy to devour your people. Orks will wish to improve diplomatic relationships with you by starting a proper WAAAGH. Drukhari will view you as weak pickings ideal for slave raids. Truly, there are many threats that would destroy or enslave your people, and you must find a way to defend against them or divert their powers to other targets.

Should you succeed, not only will your Enclave and its holdings become perfectly loyal to you and your designs, regardless of what they may be, but the Enclave and it's holdings will follow you in future jumps, either as a Warehouse attachment or an insertion to any future Jump settings, which form it will take being deciding at the beginning of each Jump.

Moreover, you will be renowned as a bringer of truth, being capable of exposing the real-politik behind political decisions and philosophies of all levels. Whether you want to show that the county mine inspector skipped an inspection to spend time with his mistress, or show that a galactic council is puppeting billions to act as their slaves, no propaganda, coverup, or muddy waters will prevent you from finding the truth and sharing it with the world quickly enough for the conspiracy to still be relevant to the lives of the populace when they learn the truth.

Startide Nexus:

The 4th Sphere Expansion Fleet was thought lost when it stumbled through the Startide Nexus. Warp exposure destroyed three quarters of the fleet, and did immense psychological damage to those who survived, only a blue figure with thousands of hands interposing itself from the myriad demons of the warp saved any from destruction. Normally, the fleet would appear in the Chalnath Expanse, deep in Imperial Space, and spend years working to re-establish communication with their homes through the Startide Nexus with FTL communication systems.

You are now the leader of the 4th Sphere Expansion Fleet, and your jump begins just prior to it's disastrous jump through the Startide nexus. However, your presence as an extra-universal entity has destabilized the Nexus. You will need to survive the onslaught of thousands of demons before the blue figure saves a quarter of your forces, and once out of the warp, you will find that the Nexus has closed entirely. You and your forces are stranded, far from home, in hostile space, badly damaged, and with no hope of rescue or resupply.

You must lead your fleet home, dodging or defeating attacks from Imperial sub-crusades that spot you in their territory. With the fastest T'au FTL, this journey will take just under 10 years (longer if you try to detour up or down around Imperial Space in your path), and no extra-universal FTL will be capable of moving your fleet or forces. You must guide your fleet home, finding or stealing supplies as needed, defeating or escaping attacks from the Imperium and any other threats you face along the way.

Should you succeed in bringing home at least a tithe of those forces who survived the initial trip through the Startide Nexus, you will have demonstrated your capacity to lead in an emergency, gaining the iron will to always be able to keep your head when all around you are losing theirs and blaming you. You'll be able to manage large populations of refugees in desperate straits, handling rationing and effective procurement of food, material supplies, weapons, and ammunition in the most optimal way possible. And, you'll always know how to maintain the maximum level of cohesion in forces in highly stressful situations, even when actively corrupting mental influences and info-hazards like the Warp are in play. While you won't be able to perfectly protect your forces from these threats or perfectly root out discontent, you'll be orders of magnitude better than the next best mortal when it comes to ensuring your men can work together and bear the flag even when the flag itself is beyond reach.

Army Builder

By taking one of the scenarios listed above, you are freely granted a personal guard of troops. Their loyalty is to you above all others, even to the point of suicide. They follow you on your chain in the future, though you may choose to place them in stasis during future Jumps should you desire. All troops are NPCs rather than actual people, which will have both psychological and metaphysical ramifications (don't expect to use this army as a free, refilling pool of sacrifices). All troops and equipment purchased come with any relevant support personnel, also NPCs, and always seem to have the appropriate supply lines and mechanical infrastructure. Moreover, whenever they are out of battle for a week while not under an inescapable siege, all equipment that is obtained here is restored to perfect condition, with all tanks and ammo-stockpiles filled, while all casualties are replaced with new NPCs in the starting condition as granted by these purchases. You are granted **45 Army Points** to spend here on your personal guard.

Officers and Specialists

Pick one for free to serve as your right-hand, all others cost **1 AP**

Earth Caste Builder - An experienced Earth Caste builder with a hovering robotic construction vehicle capable of constructing and repairing basic structures, defenses, vehicles, and equipment of both a military and industrial nature. Is fully versed in the mechanical and engineering knowledge of the T'au, but somewhat weaker on the abstract theory and cutting edge research.

Fire Caste Commander - A skilled fighter and skilled leader, capable of managing a battlefield and adapting to changing circumstances on the fly. Armored with a heavily mechanized XV22 Battlesuit, his suit includes efficient and powerful jump-jets as well as a heavy plasma rifle, flamer, and missile pod. He is also particularly adept at setting snare traps and managing the various drone auxiliaries of the T'au.

Air Caste Captain - A veteran Air Caste Pilot and Captain, an ace pilot in a fighter or a skilled commander of larger ships in the void. Capable of performing or managing all military actions in the air or in space, except for boarding actions, from the level of individual pilots to admirals of flotillas of ships.

Kroot Shaper - A skilled fighter and geneticist, his abilities to guide Kroot integration of foreign genetics makes all Kroot troops under his command quickly grow stronger, faster, and more durable. Though his general medical knowledge is weaker than his knowledge of Kroot biology, he can still oversee the health of your troops even in the most trying circumstances. In battle, he carries a plasma rifle and a blade, relying on his strong body to wade into the bloody melee.

Off the battlefield, he is adept at training all manner of animals, whether they are part of the Kroot biosphere or not.

Ethereal - While not directly skilled at either combat or strategy, this Ethereal's true skill lies in inspiring his men to fight far past the point when they normally would have broken or collapsed. He carries a ceremonial blade, and has some training in its use, but he relies on shield drones and defensive armor to keep himself safe as your men handle the fighting. Additionally, he is a skilled diplomat and negotiator, should you ever find yourself fighting against an enemy willing to actually negotiate.

Infantry

Fire Warriors (-2 AP) A unit of sixty veteran T'au Fire Warriors, equipped with plasma rifles and the most basic armor T'au defensive armor. They will keep their calm on the battlefield, can fire their weapons accurately even at extreme distances, and can adapt to complex orders and maneuvers better than most soldiers in this galaxy. Their skills are best admired from a distance, however, as their abilities in hand-to-hand combat are lacking at the best of times.

Pathfinders (-2 AP) A unit of veteran sixty Pathfinders. These soldiers are skilled scouts and snipers, capable of blending seamlessly into the terrain. Their plasma carbines and accuracy are such that, with proper markers or spotters, they can land hits on targets far out of their own sight radius. Whether tracking enemy troops and positions, harrying enemy infantry or marking targets for sustained barrages of fire from other units, a skilled commander can get much use out of these soldiers.

XV15 Stealth Suits (-1 AP) Forty-five saboteurs without parallel, this unit of XV15 Stealth Suits have optical and exotic stealth technology that remains active even in combat. With jump-packs for increased mobility or a quick escape, they can wreak immense havoc with their Fusion Blasters and EMP grenades. They excel at destroying vehicles and armored structures, but are vulnerable to enemy infantry if they are exposed from stealth.

Kroot Carnivores (-3 AP) A unit of forty-five Kroot soldiers, capable of enduring immense punishment, chasing down foes and trapping them in melee combat, and healing or toughening themselves by feasting on corpses after a battle. They bear no significant armor, relying instead on their durable bodies, and their weapons are a traditional combination weapon containing a bladed staff and blackpowder gun. They particularly favor fighting (and eating) orks.

Kroot Hounds (-1 AP) A pack of sixty Kroot hounds and their trainers. These hounds are fast, strong, and vicious, serving as adequate trackers and guards. Though less effective against

heavy infantry and almost helpless against vehicles, their effectiveness against light infantry and usefulness as support makes them a worthwhile investment

Krootox (-3 AP) Though a dead-end in evolutionary terms, these ten beasts serve as primitive mobile weapons platforms for their more intelligent cousins. You receive several Krootox and their riders, along with the saddle and shoulder mounted Kroot Gun that they carry into battle. Bulky, muscular bodies capable of carrying great weight and exerting great strength to attack anyone who gets close, augments their ability to serve as fire-support in battle.

Vespid Stingwings (-2 AP) These forty-five wasp-like Vespids excel in harassment and disruption of enemy formations, though they lack heavy armor or weapons that would allow them to maintain sustained usefulness in combat. Their wings allow them to fly short distances and maintain high levels of mobility, while their sonic weaponry allows them to scatter enemy infantry and destabilize weaker physical structures. Their neutron blasters are most potent against light infantry, and they prefer to rely on their own claws in close-quarters.

XV8 Crisis Battlesuits (-4 AP) Twenty of these mainstay battlesuit of the T'au military. With four hardpoints capable of holding a flexible loadout of weapons and support gear, preparation allows this unit to handle a wide variety of roles and counter myriad threats. Using a jetpack unit to maintain tactical mobility and capable of controlling a variety of drones for increased flexibility, these suits can typically outrun or out-maneuver anything capable of damaging it through its heavy armor. By default, it bears a Burst-gun in each arm, though off the battlefield, they can be replaced with Plasma Rifles, Flamers, Missile Pods, Airbursting Fragmentation Projectors, Ion Blasters or Fusion guns. It can also bear a variety of support modules, such as a Drone Controller, which enhances the standard drone capabilities of a Crisis battlesuit, Blacksun filters, or Stimulant Injectors. Should you choose to do so, you may alternatively purchase one of the variants of the standard Crisis suit, such as the Iridium suit or Coldstar suit.

XV88 Broadside Battlesuits (-5 AP) Fifteen Fire Caste T'au in heavy suits of mechanized armor, this unit of troops in Broadside battlesuits provide the firepower of lighter vehicles in the smaller package and flexibility of heavy infantry. Their Heavy Railguns serve to provide excellent long-range fire support, even by T'au standards, and can handle thick armor, allowing these suits to serve as excellent Tank Destroyers. Though they lack some of the mobility of lighter vehicles or infantry, they are still capable of utilizing basic cover for increased survivability and their own armor can shrug off a great deal of enemy firepower.

Vehicles

Drones (-1 AP) Choose between Gun Drones, Sniper Drones, Stealth Drones, or Shield Drones and gain a veritable flotilla of drones capable of acting semi-autonomously or at the direction of other T'au units with the proper equipment.

Tetra Scout Speeder (-1 AP) A group of 30 Tetra Scout Speeders, enough to carry a full unit of Pathfinders. These speeders have very little armor and next to no weapons, serving to carry Pathfinders ahead of an army for purposes of reconnaissance. Their primary role in combat is their Markerlight system, which can mark targets for bombardment with Seeker Missiles from other sources.

Piranha Skimmer (-2 AP) A group of thirty Piranha Skimmers. These 2 seat skimmers serve as scout vehicles and rapid response units. Yours are armed with a Burst Cannon and two Gun Drones, but with the right facilities, it can be upgunned to carry a Fusion Blaster and Seeker Missiles. Lightly armored but highly mobile, these vehicles can flit around the battlefield like no-ones business.

Devilfish Troop Transport (-2 AP) A group of fifteen hover APCs and their crews, enough to carry a unit of Fire Warriors. These personnel carriers are fairly well armored for their role, carry a squad of Fire Warriors, and is armed with a nose-mounted Burst Gun and two Gun Drones. It's systems are heavily automated, requiring only a single dedicated pilot. It can, with the proper facilities, be upgraded with various supplementary systems, such as a Black Sun filter for night-fighting, Sensor Spines for navigating difficult terrain, or a Flechette system for urban environments.

Skyray Missile Gunship (-4 AP) A unit of ten hovertanks and their crews, Skyrays serve as a perimeter and air-defense vehicle. Heavily armored, carrying two networked Marker Lights and a Target Lock system, their primary armament are the six Seeker Missiles they carry, allowing each vehicle to serve as a potent system for heavy bombardment.

Drone Harbinger (-5 AP) A unit of eight Harbingers and their crews. These vehicles, based on the Devilfish Chassis, serve as a combination Drone Carrier and Mobile Factory, capable of manufacturing Gun Drones in the field. It has no armament of its own, though is relatively well armored. Drones produced by the Harbinger, unlike pre-prepared drones, have limited battery power and, therefore, a limited lifetime in which to contribute to a battle. Regardless, each Harbinger serves as a potent support vehicle to any army.

Barracuda (-5 AP) A squadron of six Barracuda Air Superiority Fighters and their crews. These fighters, having similar speed, maneuverability, and armor to Imperial Lightning Fighters, carry two wing-mounted auto-targeting burst guns and a fuselage mounted Heavy Ion Blaster for targeting other aircraft in addition to supplemental missile pods and, potentially, four Seeker

missiles for attacking ground targets. Additionally, the cockpit of a Barracuda serves as an ejectable escape pod to save the pilot should the aircraft take extreme damage.

Hammerhead Gunship (-6 AP) A unit of five heavy hovertanks and their crews. A Hammerhead's main gun can be a Railgun, a Heavy Ion Cannon, twin-linked Flamers, twin-linked Burst Guns, twin Missile Pods, twin Fusion Cannons, or twin Plasma Guns, granting it a very variable list of options for firepower if you have the facilities and expertise to refit them. Hammerheads are heavily armored and their guns have incredibly long range by galactic tank standards, capable of scattering massed infantry or destroying other tanks without difficulty. It's survivability in battle is higher than most enemy tanks, as a result of combining advanced T'au engineering and metallurgy with mobility and range. A staple of any mechanized T'au army and an excellent source of fire support.

Swordfish Gunship (-6 AP) A unit of five Swordfish hover-tanks and their crews. These tanks eat other tanks. Designed specifically to destroy armored vehicles from range, the Swordfish, in addition to being heavily armored and highly mobile, is armed with Twin-linked Railguns capable of punching through enemy armor from extreme range. It also carries two missile pods and a chin-mounted Burst Cannon for taking on enemy infantry. Moreover, if you have the facilities, these tanks can be fitted with two Seeker missiles to destroy targets in conjunction with Marker Light carrying troops.

Orca Transport (-6 AP) A squadron of five Orca transports and their crews. These orbital dropships are armored and lightly armed with an underslung turret and a few missiles for clearly lightly-held landing zones. However, their real value is in their carrying capacity. Capable of holding twenty Fire Warriors, six Crisis Suits, and a dozen or so Gun Drones, these Orca can ferry a sizeable force from orbit to ground or between two planetary positions with immense speed, so long as the airspace isn't contested or you have sufficient escorts.

Greater Knarloc (-8 AP) An immense bird-like beast native to the jungles of Pech, the Greater Knarloc has been trained to use its immense bulk in combat under the direction of its trainer. Its thick hide and dense musculature makes it almost invulnerable to small arms fire, and its sheer size means that it takes truly massive injuries to hinder the beast. It can serve as a mobile weapons platform, carrying around a Kroot Gun or Bolt Thrower, as a beast of burden to help carry heavy equipment over difficult terrain, or it can use its claws and beak to tear apart the enemy.

KV128 Stormsurge Battlesuit (-9 AP) A single titan-sized battlesuit and veteran pilot. The Stormsurge Battlesuit is a chicken-walker style titan with an impressive series of armaments capable of blanketing an entire battlefield in moments. As primary weapons is its shoulder-mounted cannon, formed of two conjoined Ion cannons, one which focuses its fire for single armored targets and one which unleashes large explosions for area-effect, both with

impressive range. It also carries two comically oversized missile pods for general missile spam, airburst frag projectors, and 4 Destroyer missiles which can be guided by other units' markerlight systems. It carries so much firepower that the legs need to lock and brace the entire titan before it can fire all of its guns at once, making this suit effectively a giant mobile artillery platform.

KX139 Ta'Unar Supremacy Armor (-10 AP) A single titan-sized Battle-suit and veteran pilot. The Ta'Unar is a proper titan superheavy unit for the T'au army. A bipedal creation capable of enduring truly obscene amounts of damage, like all titan units, it bears the massive levels of firepower you'd expect from both a titan unit and a T'au creation. Its arms can be equipped with either a Heavy Multimelta for anti-armor duty or an ion cannon for area attacks. It's body houses two smart-missile systems and two twin-linked Burst Cannons for general anti-infantry usage. But the true gem of it's loadout is what can be loaded on its back. By default, the Ta'Unar carries a Pulse Ordnance Multi-Driver capable of firing truly obscene single shots or hosing an area with an apocalyptic barrage of fire. However, the Driver can, with minor difficulty, be replaced with either a Nexus Meteor Missile System or a titan-sized Heavy Rail Cannon, either of which can destroy most targets from extreme range. Whether the Ta'Unar is wading through an army of Imperial Conscripts or hosing down Tyranid Bio-titans from kilometers away, this monster of a vehicle will be a useful addition to any battlefield.

Manta Missile Destroyer (-15 AP) A single Manta Bomber and its crew. The Manta is a super-heavy aerospace bomber that the T'au also use as a troop carrier and general fire-support aircraft. As a troop transport, the Manta can carry and quickly deploy 145 infantry units, suits, or drones. For Heavy Fire Support, the Manta is equipped with two Heavy Rail Cannons capable of demolishing buildings and harming even titan-scale units, six Ion Cannons capable of destroying super-heavy infantry and lighter vehicles, and sixteen burst cannons capable of turning infantry into mulch. As a bomber, the Manta carries two missile pods and ten Seeker Missiles used in conjunction with other troops markerlight systems. Whether you use Manta's to clear a landing zone and drop off a company of infantry troops, or as a counter to enemy titans, or simply to show those peons on the ground that you own the skies and that's *their* problem, the Manta is an immense amount of firepower and flexibility at your disposal.

Your Ending

You've finished your jump and now much choose your course of action

The Next Good - You move on to your next Jump

The Final Good - You end your chain prematurely and remain here, in this universe, for good, without awakening your spark.

The Original Good - You end your chain prematurely and return to your original home reality with all purchases and acquisitions of your chain but without awakening your spark.

Notes:

The **Kaurava** scenario is basically the Dawn of War Soulstorm Kaurava campaign, only without the T'au racial buff and if the campaign had the Apocalypse mod running. Be aware that the Kaurava Campaign was canonically won by the Orks, and you start in a worse position than the T'au did in canon.

With regards to **Close Air Support**: There was a month during WW2 when it looked like the RAF, and Britain as a whole, was about to lose all of it's morale and capacity to fight against the Luftwaffe, only for the Germans to change their tactics to terror-bombings of cities over the prior bombings of military installations and assets. This decision was an attempt to force Great Britain to surrender without having to somehow ship hundreds of thousands of German soldiers across the English Channel through the forces of the British home fleet, which could crush the entire German navy on its own. (Though the exact sequence of events that led to the switch involved an accidental bombing of London and a retaliatory strike on Berlin that accidentally hit civilian targets)

This change in strategy was a complete mistake by the Nazis. Switching to civilian targets galvanized the British populace, increasing support for the war both in Britain and abroad. It also diverted bombs from targeting valuable military targets, giving the RAF time to rebuild and re-consolidate their forces. By the time the Battle of Britain was done, the RAF had enough pilots and planes in the air to start contesting the skies again, and this led to a reversal of trends on the Western front in WW2 from German expansion to German retreat.

Being able to identify when Air or Void troops can win without infantry or ground based defenses, and identify what targets and actions are actually going to be helpful to strategic and logistical goals is the purpose of **Close Air Support**, which is a surprisingly difficult question historically. Combined Arms Doctrine basically trumps everything else currently fielded on our Earth, and no doctrine that exclusively relies on air, infantry, armor, naval or space power is going to be all-purpose.

With regards to the drawback **Just as Planned**, Tzeentch being a creation of the T'au, Nurgle being a creation of the Old Ones, and Khorne being a creation of the WiH-Eldar in the same way that Slaanesh is a creation of the Late Imperial Eldar is all **fanon,** as of the release of this doc. It makes *some* sense, and matches some parts of the aesthetic and mentality of Nurgle, Khorne, and Tzeentch to the relevant species, but it isn't necessarily true in canon 40k. This drawback came from the realization that Tzeentch is portrayed as both a bird and a mass of tentacles, just

like the T'au are portrayed as having apparent and visible evolutionary ties to both fish and birds. But the more I thought about it, the more things sort of seemed to fit with the idea.

Tzeentch has a tendency of causing warp-based problems to his followers and then either offering power or protection from the problems he created to those of his followers affected. For example, the Thousand Sons Flesh-change, a mutation effect caused by Tzeentch, was a key part of Magnus falling to Tzeentch, as it drove him to continue studying the warp in hopes for a cure, leading to Magnus learning about Horus' fall, leading to Tzeentch "helping" Magnus warn the Emperor, and so on. Both the Warp Storms that isolated T'au for 5000 years and the appearance of the Startide nexus could easily be Tzeentch tactics. And the blue figure with a thousand hands which protected the survivors of the Startide nexus incident could easily be Tzeentch, rather than the warp presence of the Greater Good as the survivors of that incident would claim.

Tzeentch is also the Chaos God most associated with technological progress and study. Many members of the Dark Mechanicum fell because of bans on experimentation and study, and his status as the god of Hope and Progress means that those Dark Mechanicum members associate more with either him or Slaanesh than with Khorne or Nurgle. This meshes with the T'au species, which has one of the most rapidly advancing tech bases in the galaxy.

As the architect of fate, he's almost certainly behind the streak of luck the T'au have had in their growth and development, such as Hive Fleets drawing Astartes chapters away from them, allowing them to avoid destruction by the Imperium. Their AI and Drone research not creating Men of Iron, their warp drives skimming the warp and avoiding demonic attacks despite their lack of Gellar Fields, their souls being *just* weak enough to avoid active corruption without being full pariahs. A lot of other lucky breaks fell into place for the T'au to get to where they are. Though it is also theoretically possible that Eldar shenanigans are responsible, rather than Chaos shenanigans.

You don't need to assume the T'au/Tzeentch connection as headcanon (or the Old-One/Nurgle connection or the Khorne/Khaine connection), or even agree with it, and it's not true in the Jump unless you take the drawback, but it's a theory I like and decided to share for this jumpdoc.

The **Honor Guard** item and group companion can be bought separately to gain two Honor Guards, one with perk lines and one as generic soldiers. However, doing so requires purchasing both at full price, costing 700 CP for Ethereals and 900 CP for everyone else. The Honor Guard group companion counts as a group companion for future purposes of imports and **Pay it Forward**

Master of Jumpkind does not make you a match for the Emperor if taken while human, as the Emperor isn't *a* man, but rather the result of many shamans fusing together into a single entity. At best a human with this perk would be a match for Malcador, in raw power, if not in skill.

I will always find it mildly funny that you can dump your entire AP allowance to field three Mantas. Mantas, OP, 3 OF THEM!.